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#18

CN CARTOON NETWORK

STEVEN UNIVERSE™

CARTOON NETWORK

STEVEN UNIVERSE™

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CARTOON NETWORK

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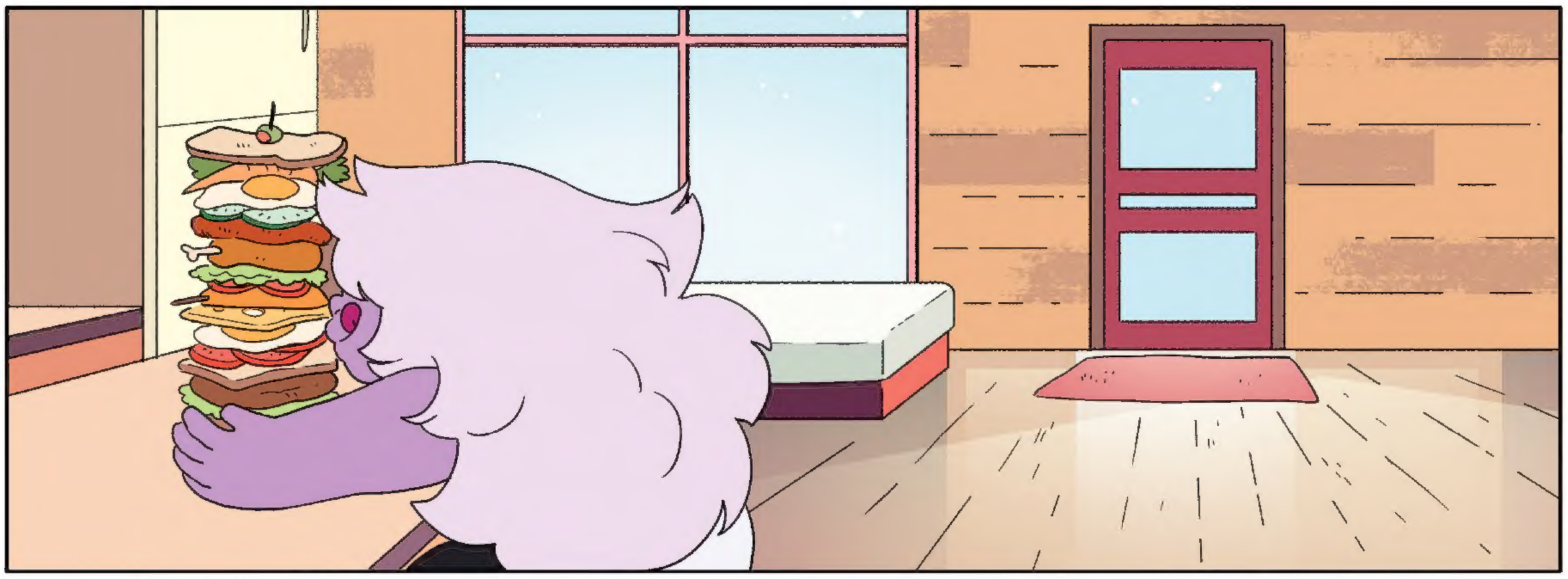

WOO! TRAINING TIME!
WHOA!

BWOOOOOO
OOPS! SORRY, AMETHYST!
IT'S COOL. GOT IT JUST IN TIME.

AH! STEVEN! CONNIE!
ARE YOU TWO READY FOR TODAY'S TRAINING SESSION?
ARE WE EVER!

AMETHYST?
WOULD YOU, BY CHANCE, CARE TO JOIN US?

EH, WHY NOT?

BWOOOOOO

TODAY'S MOSTLY GOING TO BE ABOUT PRACTICING WHAT WE ALREADY KNOW...

I FIGURED WE COULD RUN SOME PRACTICE DUELS TO REFINE THE SKILLS AND TECHNIQUES WE'VE GONE OVER RECENTLY.

SOUNDS GOOD TO ME!

ARE WE FACING OFF AGAINST SOME HOLO PEARLS AGAIN?

ACTUALLY, AMETHYST, I WAS HOPING YOU COULD TEACH WITH ME TODAY.

HUH?

WELL, YOU'VE BEEN SUCH A GOOD INFLUENCE ON THESE TWO!

WHAT WITH HELPING THEM IMPROVE AT FUSING DURING COMBAT AND TEACHING STEVEN MORE ABOUT FUSION WITH SMOKY QUARTZ...

I'D LOVE IF YOU COULD BRING YOUR OWN TOUCH TO THESE LESSONS!

BUT I...DIDN'T REALLY DO ANYTHING SPECIAL WITH EITHER OF THOSE THINGS.

NONSENSE!

I HAVE FULL CONFIDENCE IN YOU.

NOW THEN, I WAS THINKING PERHAPS WE COULD SPLIT UP FOR SOME PRACTICE MATCHES AND SWITCH OFF?

UH SURE?

SOUNDS GOOD TO ME.

GREAT!

LET'S MEET BACK UP IN A LITTLE WHILE.

UUUGH...

WHAT AM I GONNA DO...

WHAT DO YOU MEAN?

YOU'VE TAUGHT US STUFF BEFORE.

YEAH, WELL, I DON'T THINK CHILLING OUT IN FRONT OF THE BIG DONUT OR RUNNING AROUND FUNLAND ARE TEACHABLE LESSONS HERE.

HMM, TRUE.

SO, TELL ME HOW PEARL USUALLY DOES IT.

HMM, WELL PEARL USUALLY HAS US STUDY DIFFERENT TECHNIQUES.

AND THEN CORRECTS US IF OUR STANCES ARE OFF OR IF OUR FORM IS SLOPPY.

BUT SHE ALSO ENCOURAGES US WHEN WE GET FRUSTRATED.

HAHA, YEP, THAT SOUNDS LIKE PEARL ALRIGHT.

ALRIGHT, THEN!

LET'S TRY AND TEST YOU ON THAT STUFF PEARL'S BEEN TEACHING YOU.

FWSSHH

SHING!

WHRRRRR!

FWOOOOSH

WHOA!

CLANG

YAH!!

WHA--!

FWICH!

THINK FAST, STEVEN!

WH-WHOAH!

FWOOM

SNAP!

NICE JOB, STE-MAN!

HMM?

AHEM, I MEAN, UH, YOU'RE ALMOST THERE, BUT YOU DIDN'T STICK THE LANDING.

GOTTA KEEP YOUR BALANCE!

OH! I SEE!

I'LL TRY BETTER NEXT TIME!

WELL THAT WAS...GOOD!

WELL DONE, EVERYONE!

NOW, LET'S SWITCH IT UP!

STEVEN WITH ME; CONNIE WITH AMETHYST.

UGH, I BLEW IT...

HUH?

WHAT ARE YOU TALKING ABOUT?

OH, COME ON, I'M SURE YOU COULD SEE IT, TOO.

PEARL WAS TRYING TO HIDE IT, BUT I COULD SEE SHE WAS DISAPPOINTED.

I'M NOT DOING THIS TEACHING THING RIGHT.

SHE THINKS I'M NOT TAKING THIS SERIOUSLY ENOUGH, BUT I AM!

ARE YOU SURE?

MAYBE YOU'RE OVERTHINKING THESE DRILLS?

I DUNNO, I MEAN LIKE...

WELL, LIKE, SHE WAS TALKING ABOUT HOW IMPRESSED SHE WAS WITH MY TEACHING AND STUFF, AND IT MADE ME FEEL, LIKE, REALLY GOOD?

BUT, ALSO, I STILL DON'T FEEL AS GREAT AS SHE GIVES ME CREDIT FOR.

AND, I DON'T WANT TO DISAPPOINT HER!

I WANT TO PROVE SHE'S RIGHT: I AM A RESPONSIBLE TEACHER TO YOU GUYS LIKE SHE THINKS I AM.

HMM, WELL, WHAT DO YOU THINK WOULD SHOW HER THAT?

I ASSUMED SHE'D LIKE TO SEE ME BE ABLE TO TEACH LIKE SHE DOES.

WHAT WOULD PEARL DO...

DO STUFF MORE HER WAY.

WELL, I DO HAVE SOME READING MATERIAL SHE ASSIGNED ME LAST WEEK.

I MEAN, I ALREADY FINISHED IT BUT I'VE BEEN READING AHEAD.

MAYBE HELPING ME WITH THAT WOULD IMPRESS HER?

OH! THAT COULD WORK!

LET'S GET READING!

ALRIGHT, YOU TWO!

I'M EXCITED TO SEE YOUR--

PROGRESS?

OH! HEY, PEARL!

JUUUUST HELPING CONNIE WITH HER STUDIES AND STUFF!

WE'RE GOING OVER... UM...

...HOW...WRIST...MOVEMENT DOES MOST OF THE WORK, AND HOW IT'S BEST TO AVOID TOO MUCH ARM MOVEMENT WHEN HANDLING YOUR SWORD...

OH, YES!

THAT'S VERY ESSENTIAL.

BUT...THOSE ARE TECHNIQUES FOR A FENCING BLADE, NOT SOMETHING LIKE ROSE'S SWORD.

...OH.

AH... SHOOT...

ALRIGHT!

FOR OUR THE LAST PART OF OUR LESSON I THOUGHT WE'D TRY SOMETHING ALL TOGETHER.

AMETHYST?

DO YOU HAVE ANY SUGGESTIONS?

YOU ALWAYS HAVE SOME CREATIVE SOLUTIONS.

EH, IT'S COOL.

WHATEVER I COME UP WITH WILL PROBABLY SOUND DUMB ANYWAY.

WHAT? DON'T BE SILLY.

I'M SURE WHATEVER YOU SUGGEST WILL BE FINE.

UGH!!

BUT YOU'RE, LIKE, SO PRECISE AND PERFECT AND STUFF!

I'LL JUST END UP SUGGESTING SOMETHING THAT'S...NOT THAT.

AND YOU'LL SEE THAT I'M NOT A GREAT TEACHER LIKE YOU THINK I AM.

IS THAT WHAT YOU'VE BEEN THINKING?

I'M SORRY, I DIDN'T MEAN TO PRESSURE YOU.

I JUST THOUGHT THIS COULD BE SOMETHING FUN FOR BOTH OF US.

COMBINING BOTH OF OUR METHODS.

AW, IT STILL CAN BE!

YEAH! YOU GUYS ARE BOTH GREAT TEACHERS!

NO MATTER WHAT THE LESSON IS, I'M SURE IT WILL BE FUN AND INFORMATIVE.

WE'LL LIKE IT EVEN IF IT'S BAD!

WHICH IT WON'T BE!

HAHA, ALRIGHT!

UH, HMM, LEMME THINK.

TAKE YOUR TIME.

ALRIGHT, SO WHAT IF WE JUST LIKE, HAD A TAG TEAM FIGHT!

OH, LIKE ME AND CONNIE AGAINST YOU AND STEVEN?

NAH! LIKE HARD MODE!

YOU AND ME VERSUS STEVEN AND CONNIE!

TEACHERS VERSUS STUDENTS!

YEAH!!

HMMM, WELL I THINK THAT SHOULD BE OKAY.

AS LONG AS WE DON'T GET TOO CARRIED AWAY.

THAT'S THE SPIRIT, P!

I THINK THESE KIDS CAN HANDLE IT.

WELL, ALRIGHT THEN!

LET'S TRY IT YOUR WAY!

LET'S GO!!

MEANWHILE...

BWOOOOOOO

HANGING IN THERE, CONNIE?

YEAH, I THINK I'M GOOD--

WAH!

CLANG

SLICE

OKAY, NOW I COULD USE SOME HELP.

FWOOM

GOOD THINKING, STEVEN!

THERE WE GO!

WE MAKE A GREAT TEAM!

WE SURE DO!

WHA--?

HAHA! PERFECT!

HEY! ONE AGAINST TWO ISN'T FAIR!

ALTHOUGH NORMALLY THAT WOULD PUT US AT THE ADVANTAGE...

WHADDYA SAY WE EVEN THE PLAYING FIELD, P?

OH!

WELL IF YOU INSIST...

GLOOOH!

WHOA!

AH!

WHOA!

TWANG!

AAH!

FLOATING POWERS... NICE...

HUH?

GROOM

PEW! PEW!

PEW!

PEW!

WHA!

AAHH!!

BOOP!

OH, I HOPE THAT WASN'T OVERDOING IT...

GASP!

OOF!

BAM!

WELL PLAYED...

SORRY ABOUT THAT. HOPE I DIDN'T HIT YOU TOO HARD.

NOT AT ALL.

NEED A HAND?

I SUPPOSE A FIFTH HAND WOULDN'T HURT

WOO!

GOOD JOB, STEVONNIE!

GARNET?

YOU DID GREAT. ALL OF YOU.

HAHA, AW...

THANKS, GARNET!

BUT, IF YOU WERE GOING TO HAVE A FUSION SESSION, YOU SHOULD HAVE LET ME KNOW.

HA! WELL WE DIDN'T KNOW!

IT'S JUST THE RESULT OF AMETHYST'S INFLUENCE ON THE LESSON.

HAHA, AW SHUCKS!

WELL THEN, I THINK WE SHOULD CELEBRATE.

YEAH!

TIME TO BREAK OUT SOME COOKIE CATS!

THE END

BOOM! STUDIOS DISCOVER YOURS

JULY RELEASES AND NEWS

QUESTING AT ITS FINEST!
RUINWORLD

JIM HENSON'S BENEATH THE DARK CRYSTAL

THE THRILLING ADVENTURE HOUR

ALSO THIS MONTH

RUN WILD
ICYMI: BY NIGHT #2
GET TO KNOW BOOM! STUDIOS

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QUESTING AT ITS FINEST!

RUINWORLD

Intrepid adventurers Pogo and Rex are on a quest for fame and fortune. Their discovery of a special map leads them on an epic journey through dangers, demons and old enemies. There's just one tiny problem—they've already lost the map! Now they'll have to survive the greatest dangers of a world where threats hide behind every corner. . . if they can find a way to survive each other first!

Main Cover by
Derek Laufman

Variant Cover by
Sean Galloway

Derek Laufman
Writer/Artist

Tell us a little bit about the questing heroes of *RuinWorld*.

Laufman: The one overarching theme for all the characters in *RuinWorld* is that they are flawed. Our main heroes are no exception to that rule. Pogo and Rex are an unlikely duo brought together by circumstance. Pogo is a pig who grew up listening to fantastic tales of adventure and dreaming about becoming a Ruin Hunter like his grandfather. Raised by his mother and growing up on a small farm, Pogo has seen very little of the world but he's excited to have an opportunity to prove himself.

Rex is an orphan who is half cat and half fox. As a child Rex learned to steal out of necessity for survival. That skill along with his expert swordsmanship has garnered Rex a reputation as one of the top Ruin Hunters around. Along their journey, they will meet a series of characters that will play a much bigger role in the plot and you'll soon realize that the story is much greater than that of our two likeable heroes.

What crazy adventures will Pogo and Rex be getting themselves into in this series?

Laufman: Pogo and Rex find themselves in many funny and dangerous situations. Without spoiling anything too much I can say that they battle a giant Golem, anger an entire tribe of frog people, and light a spark of death and destruction that could most certainly doom all of the Ruinlands. And that's all in the first few issues.

How did you develop the look of *RuinWorld*?

Laufman: The look of *RuinWorld* started with character design sketches for a different story idea entirely. In the beginning stages I thought about doing a book with a much darker tone, but eventually ended up down a path with a more all-ages vibe. For instance, the character designs that eventually became Pogo and Rex, were derived from concepts for a couple of mercenaries. Pogo was more boar-like than pig and carried a spiked club. Rex was a fox with a sinister look—a scar over his eye and wielding a bow. However, in the end those designs and characters eventually went in a different direction. Those new designs for Pogo and Rex became the seed that sprouted the entire look for the series.

What drew you to the all-ages fantasy genre?

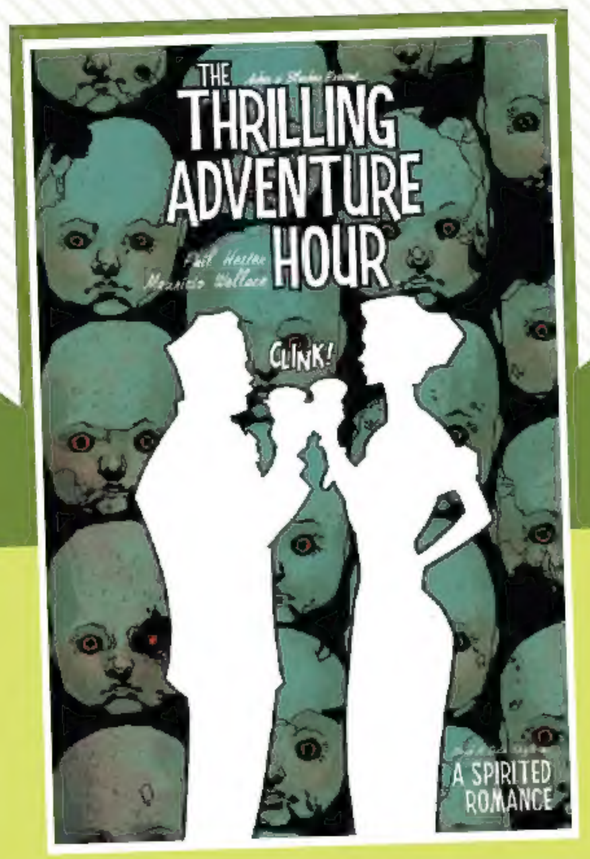
Laufman: I've been a fan of the fantasy genre since I was a small child. I can still remember the first time I watched *Clash of the Titans* and *Star Wars*. My love of fantasy grew further with *The Dark Crystal, Willow, The Secret of NIMH*, and so many other fantasy films and cartoons. It continued to be reinforced with my love of video games when I was introduced to the world of Hyrule on my Nintendo Entertainment System and later with the *Final Fantasy* and *World of Warcraft* series of games. Not surprisingly I found myself drawn towards fantasy comics as well with *Bone, Hellboy,* and *Battle Chasers* to name a few. Fantasy seemed like the perfect place to start with my first comics series.

If you had to choose one character to go on a quest for fame and fortune with, who would it be and why?

Laufman: Rex is awesome and maybe the obvious choice. He's one of the best swordsmen and Ruin Hunters in all of the Ruinlands, but he's very much a hothead and too demanding. I could see us butting heads a lot. As much fun as it would be to go on a quest with Pogo, he's just too much of a walking disaster like myself. We'd die way too fast together.

So, if I had to choose, it would probably be Kale, who you'll meet in the second issue. She may be a chipmunk, but her hunting and thieving abilities are unmatched. Much like Rex, she's a bit quick tempered, but she has a sharp wit and a sarcasm I enjoy. Past her tough exterior, she's got a big heart and is very loyal. It also doesn't hurt that she can shoot an arrow through an apple at 200 yards. ■

RUINWORLD #1
AVAILABLE AT YOUR LOCAL COMIC SHOP **JULY 11!**



Cover by
Phil Hester
with **John Rauch**

ALSO IN STORES THIS MONTH,
THE THRILLING ADVENTURE HOUR: A SPIRITED ROMANCE DISCOVER NOW EDITION!

A TOAST WITH GHOSTS!

THE THRILLING ADVENTURE HOUR #1

An all-new series from creators Ben Acker and Ben Blacker, along with rising star artist M.J. Erickson, based on the wildly popular Hollywood stage show and podcast!

Frank and Sadie Doyle are the toast of the upper crust, headliners on the society pages. . . and they see ghosts. When one night of having a drink (or ten) with friends goes horribly—and perhaps predictably—wrong at a haunted house, the Doyles find themselves in a situation beyond belief.

THE THRILLING ADVENTURE HOUR #1
IS IN COMIC SHOPS **JULY 18!**

HUMANITY TRANSFORMED

RUN WILD

The *Run Wild* graphic novel reunites storytellers K.I. Zachopoulos and Vincenzo Balzano, the visionary creators of *The Cloud*. When all of civilization begins turning into animals, only two people remain—young siblings Ava and Flynn. On a desperate search for their parents and safety, they'll traverse a wild and unruly landscape, make friends and foes of all species, and discover what really makes them human.

RUN WILD
IS IN COMIC SHOPS **JULY 11!**

A NEW SEQUEL TO THE HIT FILM

JIM HENSON'S BENEATH THE DARK CRYSTAL

With the Crystal healed and the Skeksis banished, Kensho and Thurma return to their separate worlds to enjoy the peace they fought so hard to ensure. At the Crystal Castle, Kensho is asked to accept the responsibility as leader of Thra. Meanwhile, the realm of Mithra is being rebuilt by the newly-crowned Ember Queen Thurma, whose own quest to decide the future of her land is thrown into question when another Fireling makes a claim as the true heir to the throne.

Cover by
Benjamin Dewey

JIM HENSON'S BENEATH THE DARK CRYSTAL #1
IS IN COMIC SHOPS **JULY 4!**

ICYMI: BY NIGHT #2

NEW PALS, NEW DIMENSIONS

After meeting a friendly new face in the alternate dimension they've stumbled upon, Heather (eagerly) and Jane (reluctantly) agree to venture further in. With their trusty camcorder to record what they find and an inhuman new buddy, there's no turning back now!

From Eisner Award-nominated creator John Allison (*Giant Days*) and artist Christine Larsen (*Adventure Time*).

BY NIGHT #2
IS IN COMIC SHOPS **JULY 18!**

GET TO KNOW **BOOM! STUDIOS**

SOPHIE PHILIPS-ROBERTS
ASSISTANT EDITOR

Currently Reading: *The Merry Spinster: Tales of Everyday Horror, All Out: The No Longer Secret Stories of Queer Teens Throughout the Ages*

Favorite Item on Desk: My tiny Mulder and Scully

Movie I Can Quote By Heart: *Ghostbusters*

Favorite travel destination: Egypt

If I won the lottery I'd spend the money on: Is it sad to say student loans? I'd visit my friends in Australia and Spain!

Secret talent: I recently discovered that I can knit and read subtitles at the same time.

Hometown: Glen Ridge, New Jersey

QUESTING AT ITS FINEST!

RUINWORLD™

AN ALL-NEW MIDDLE GRADE SERIES FROM

DEREK LAUFMAN

(*ADVENTURE TIME*)

kaboom! **DISCOVER** YOURS

IN STORES
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